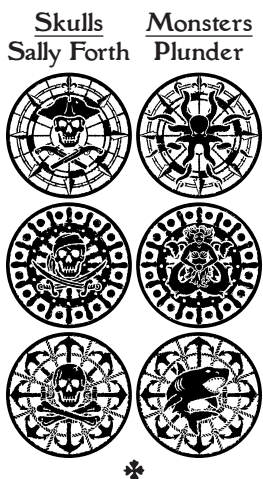


# Pirate Coins

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**How to Play:** The game is played in 5 rounds. During a round there will be multiple turns until the round ends by all players having plundered or a monster attack.

➤ **Start of a Round** ◀ The starting player takes the top coin from the round stack and places it in the play area forming the pile of loot and starts the round by taking the first turn.

➤ **Plunder Phase** ◀ During the plunder phase you divide the pile of loot amongst the players plundering (those that chose the monster side of the coin). The plunder will be divided differently depending upon which coin was drawn as the fortune coin at the beginning of the turn during the Fortune Phase.

• **Silver Fortune** • Each player plundering receives an equal number of copper coins from the pile of loot. Any remainders remain in the pile of loot (this may result in all players receiving zero coins). Do the same for silver coins, and then again for gold coins. All plunderers will receive the same number of coins.

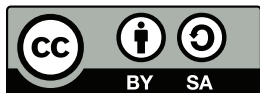
• **End Plunder** • Players who plundered can not participate in further turns until the next round (besides starting player actions like pulling the fortune coin from the pouch).

• **Sally Forth** • Players who chose sally forth continue playing this round.

➤ **Check for Winner** ◀ If a player has 25 or more Booty the game ends.

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**Players:** 2 to 5  
**Playtime:** 15 minutes  
**Contains:** 25 copper, 25 silver, and 25 gold coins; a pouch; and these rules.

**Preparation:** Each player starts with 1 gold coin as their booty. The rest of the coins are placed in the pouch. Randomly take five coins from the pouch and place them aside in a stack. This coin stack will be used to keep track of the rounds during the game. The scurviest amongst you is the starting player.

➤ **Turn Structure** ◀ A turn consists of 5 phases. The starting player rotates to the left after every turn.

➤ **Fortune Phase** ◀ The starting player takes a random coin out of the pouch and places it on top of the pouch. This is the fortune coin. This will determine how to split the loot during this turn.

• **Gold Fortune** • The gold fortune coin is the riskiest time to plunder. If only a single player has chosen to plunder, they take the entire pile of loot. If multiple players have chosen to plunder, none of them receive any coins. The coins stay in the pile of loot to be plundered on a later turn.

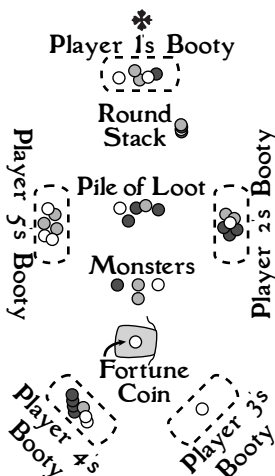
• **Copper Fortune** • Add up the total value of the pile of loot and divide by the number of players plundering (ignore remainders). Beginning with the starting player and going clockwise, each player plundering takes the value of coins owed to them. The player must take gold before silver and silver before copper.

➤ **Coin Flip Phase** ◀ Starting player flips the fortune coin. If it lands skull up, place it in the pile of loot. If it lands monster up, place it in the monster pool. If this results in three of the same kind of monster, the round ends with a monster attack. Coins from the Pile of Loot and monster pool go back in the pouch at the end of the round.

**Overview:** The goal of the game is to collect as much booty as you can during 5 rounds by determining if you should take the money and run or push your luck for greater rewards, but beware the sea monsters.

## Coins Values:

☞ Copper 1 Value  
☞ Silver 2 Value  
☞ Gold 3 Value



➤ **Decision Phase** ◀ Each player takes a gold from their booty and secretly places it with the monster or skull side up. All players reveal their choices simultaneously. Choose the monster to plunder the pile of loot and sit out the rest of the round. Choose the skull to sally forth and continue the round.

**Summary**

- I. Start of Round  
Coin from Round Stack
- II. Turn Structure  
Rotate Starting Player
  1. Fortune Phase  
Place coin on pouch
  2. Decision Phase  
Plunder or Sally Forth
  3. Plunder Phase  
Divide Pile of Loot
  4. Check for Winner  
Anyone have 25 Booty?
  5. Coin Flip Phase  
Flip Coin. Loot/Monster

if possible. If taking gold or silver gives the player too much value, they must make change by returning the difference in value from their booty to the pile of loot (using copper before silver). Sometimes a player may only get some or none of the plunder owed to them because they cannot make change.

➤ **End of Game** ◀ After 5 rounds the game ends and you determine the winner.

➤ **Determine Winner** ◀ The player with the largest amount of booty is the winner. If there is a tie the player with the most gold wins. If there is still a tie the player with the most silver wins. If still tied the game is a draw.